

PLAYING
INSTRUCTIONS

SCANATRON
LIMITED

IMPORTANT

YOU WILL BE ASKED TO REFER TO THIS DURING LOADING

RANDOM LETTER BLOCK

| | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z | |
|---|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| A | VFN | SPK | TXI | ROW | ZYQ | EPH | LRD | SLY | ZQQ | CQM | IBH | SPK | ROD | SOH | BDL | MMV | BSR | JBQ | LRP | QTL | SLY | KUM | HPQ | GGD | UDN | WR | |
| B | SHS | MUF | OMI | MTX | YFV | ESB | BEU | WYQ | WEJ | QJL | IGH | MKC | PWO | ADZ | BLI | HTM | PRR | IAQ | QTD | CHE | VNA | KSB | MTU | KXK | SDX | NMG | |
| C | BND | TYT | STM | KEL | QNM | EPF | OPR | VQJ | JHR | QRL | HPK | DMK | SJA | SEA | YOM | NLK | OCB | DMS | SMB | XZN | PAQ | NOM | ELC | SMK | PTI | | |
| D | FDN | CNK | ZGW | ESL | LVF | KYO | YNL | NCA | PHH | NYC | ODT | SEW | BGB | VHT | OTC | YVS | QWK | FJE | CHY | MMZ | ZWI | SME | YPP | QZR | NQF | YNA | |
| E | TAY | YQT | ASQ | MOR | YTX | BDC | RUD | AMR | WQZ | FLM | ZBY | DNB | XTX | PKQ | HTK | QTL | JES | LNQ | BDN | DHR | KWM | APU | QHI | JHY | QMO | DPD | |
| F | QIA | QAC | UUR | FWF | DWC | FHL | CMK | UNU | DDQ | EZP | CNE | HPQ | QZP | RRP | TAV | YBK | YFJ | SGR | RBC | DGC | KFA | KPN | EFL | CZF | QDQ | MSG | |
| G | EEB | PRH | YLD | KGB | VNL | SPY | KJR | VHA | JOO | KNS | NOD | NHG | VZC | RJQ | UDN | WXY | QJJ | IAJ | HYV | RZB | OCB | WUB | YGA | CMK | VHY | | |
| H | LLX | QEB | GSE | USA | DMG | SPN | VKC | YMQ | DSS | ADM | DOX | NKQ | PMR | INT | SKB | FDX | UHD | GUN | XUS | YDO | CLE | UBH | DAG | VW | AIE | ZAH | |
| I | BDS | RKX | KQY | SDI | YED | ONE | CNO | GAO | NZO | BQZ | WUT | KFS | TBP | KTY | XHY | DAH | RZK | HOC | VFF | PKM | PHB | WTH | YHF | UCK | KGU | RWO | SRT |
| J | BZD | JHN | BGP | OPD | RBS | QWH | ERZ | JRU | GDU | RDX | YSQ | ICE | ZJC | KAC | CKX | DMO | ECX | KDJ | AHU | KTY | ESE | PHW | FGW | ABN | LCI | RBH | |
| K | KTJ | LEG | UTY | GLUJ | PMP | VDL | BRP | FWJ | UDY | ULA | AXQ | JBD | YYP | XHI | MRA | ZSB | IOX | VQO | MJY | MFV | MMU | UJA | OTL | WOF | FJH | | |
| L | LCZ | NKA | KQD | REN | BWD | YGS | PSD | CGS | DNQ | QI | ZAG | TFW | FKS | ORN | RIX | UL | MYK | WPL | PLJ | JLN | PKP | FMR | HGB | JNE | JEU | UVR | |
| M | WJU | XLV | ULV | WQO | DFD | UNF | GUH | RWK | YDQ | LOF | QUR | HYQ | FXG | TKW | TUW | IOX | DYS | ZNC | BTY | BWY | ISO | RLP | UUA | XFN | ECB | BSQ | |
| N | TMA | IGH | UNM | RT | ROQ | WCP | TRO | GMV | SZS | OUS | NQF | WHW | LEY | DJ | ZCW | DOJ | IAQ | KPH | QEU | KOB | UXP | RJF | SFA | GUB | DBO | CYE | |
| O | JIG | AQQ | UJA | VAR | DEC | JRK | MHS | DYZ | BVO | SKP | PXF | LTJ | TDG | NSA | JED | TQV | WV | BMU | CKD | TGZ | CTR | ITR | LPX | OCB | VOZ | AGL | |
| P | WYC | LTL | RID | QIA | MDG | VNH | HHK | GET | QNW | AYI | ZDT | JR | POD | HRW | QTW | MKG | HCA | ISA | UBT | KRB | HAI | JVS | FUA | OLU | NRT | KPL | |
| Q | RVY | RLD | LOW | POS | TQO | TFN | VKS | KQN | LTH | KVO | KRP | ZIL | HQD | HST | CRZ | TXU | WBS | PIZ | WQT | ZIA | GOZ | VFF | YUI | AYI | JHX | PAA | |
| R | RHW | MNV | ZJX | AXY | DNL | HDN | HJ | HVS | GEL | TCX | LME | YRK | HSY | YHW | WOY | RIE | DAE | YAK | HMN | KQG | KQV | WMP | DFD | SKR | OTF | GPY | |
| S | PMW | BZH | KUJ | ZGZ | QCT | RGE | BBO | ESZ | GRU | IYE | ZGA | PHZ | MMO | EYE | DOF | BRH | KAF | ZGI | TAY | NDH | MIA | RAL | QHI | WIE | UMG | SAO | QNG |
| T | LAM | QUJ | ECU | FAI | ICK | CPL | QUE | PSG | RST | QML | ZIR | JMH | RKX | HY | RMQ | ZDR | HWB | RMO | PMO | CQU | BWJ | SEA | TZU | KDW | ZTU | INB | |
| U | NUN | BPM | OFI | ODC | QYK | KSH | USG | ASH | CTN | LOG | RUT | ALJ | OLQ | SUW | TQZ | SPH | QES | RAS | GMV | ZBF | KOW | YQN | GZY | ZNK | TWK | TBX | |
| V | PHD | YHK | HJH | WFW | KJH | YHW | WNU | GEP | MLQ | HZ | YFW | DOH | ZHU | BJU | KCS | LXQ | WVR | MLS | EGS | QKA | SUL | CVD | BOZ | BZ | PHN | VLB | |
| W | KZO | KSV | MUJ | ZGZ | IKK | KDO | RUB | VOM | AQJ | KCR | WBO | TQD | PNY | CKL | XSN | WGL | YOW | CPH | ENI | DFW | LWB | SBD | YPR | ABD | KRO | | |
| X | WVU | YUJ | DKK | WVE | EAM | KUL | MPN | KRP | PGF | ICE | AQJ | JEP | GRQ | ADW | WZO | MEY | XOW | CXB | ULW | WH | ACR | LXZ | ZJS | CZD | QRR | KXJ | |
| Y | ARJ | QMT | IPF | IRC | HLW | GOJ | JZY | NET | DME | RPP | WJF | OWD | NCC | YGV | KLY | KRD | RHR | PMV | SLD | LAC | WQD | DWV | NBG | IAQ | ZYQ | NQV | |
| Z | QNT | QOM | ETW | XTI | JOJ | ZRO | KLV | FJY | MHR | ZYU | WUA | KCK | ZGD | GRR | YOD | KWU | ULQ | TSH | BYX | MUP | QTI | LBO | GUP | EBK | WYD | PEZ | |

SCREEN INDEX OF ENTRY CODE

Enter Code

e.g. COLUMN D (Top line across)

ROW H (Left line down)

=USA

WHAT IS THE DOUBLE?

To achieve the **DOUBLE** a football club must not only win the League Championship, a difficult enough feat in itself, but also the F.A. Challenge Cup in the **SAME SEASON**. In recent years, what with the introduction of extra competitions such as the League Cup and the many European competitions which sprang up in the late fifties and early sixties, the **DOUBLE** assumed a different meaning, and it became more frequently used as it became easier for clubs to win two trophies in a season. However, to the purist the League Championship & The Challenge Cup will always remain the true **DOUBLE**.

HISTORY OF THE DOUBLE

In England, the **DOUBLE** has been achieved only **FIVE TIMES** in it's entire history.

Yet it was accomplished in the very first season of the football league, by PRESTON NORTH END in 1889. ASTON VILLA also achieved it only eight years later. Then the fun began. Both the League and the Cup became increasingly difficult to win as over the years the competition among clubs became the most intense in the world, and the number of league clubs grew from twelve to the present day ninety two.

Many clubs came near. Newcastle Utd in 1905 and Sunderland in 1913 were both beaten in the cup final having secured the league championship. Between the wars a couple of near misses were also recorded. In 1928 Huddersfield Town were runners-up in both competitions as were Arsenal in 1932. This happened during a period when both clubs were dominating English football.

After the war 1948, 1952 and 1954 saw Manchester United, Arsenal and West Bromwich Albion come close to achieving what was

now being described as the **ELUSIVE DOUBLE**.

In 1957 came one of the unluckiest attempts, by Manchester United's brilliant 'Busby Babes'. Having won the league championship by a clear eight points (only two points for a win in those days) they went into the cup final strong favourites. But Ray Wood their goalkeeper was stretchered off and their gallant ten men (before substitutes were introduced) were beaten 2-1 by Aston Villa. Villa, ironically, were defending their proud record of being the last club to achieve the **DOUBLE**. Wolves, in 1960 missed the championship by one point in a thrilling race, then won the cup.

This was not so the following season. **TOTTENHAM HOTSPUR** ran away with the championship right from the very start and pushed aside the 'jinx' by beating Leicester City 2-0 in the final to achieve what no club had managed to do for **SIXTY FOUR YEARS** . . . the **DOUBLE**.

In the 1960s the pressures on the leading clubs became even more intense. The introduction of further European competitions in the wake of the now prestigious and coveted European Cup, together with the newly introduced League Cup, meant that to achieve the **DOUBLE**, clubs were expected to play approximately 64 matches a season. When compared to Tottenham's 49, Villa's 37 and Preston's 27 in 1961, 1897 and 1889 respectively, it was little wonder that nobody expected to see the **DOUBLE** achieved for at least another sixty four years.

Leeds United, under the leadership of manager Don Revie emerged as the next contenders, having built up a first team squad of approximately 17 players that were interchangeable, versatile and experienced. Only just promoted, the 1964 season saw them lose the championship on goal average then go down to Liverpool 2-1 in the final.

Their second bid in 1969 was probably the bravest, and saddest, in the history of the **DOUBLE**. Besides being **DOUBLE** contenders, they were also chasing the European Cup. But, . . . beset by injuries to key players they faltered. Falling to Celtic in the European Cup semi-finals, they then lost the championship race to Everton on goal average, and

were beaten in the Cup Final by Chelsea. After a replay. In extra time. It was one of the greatest seasons experienced by an English club, yet they ended up with nothing.

The following season **ARSENAL** emerged as the fourth **DOUBLE** winners. They too, had built up a strong squad. Overcoming early season injuries and a seven point deficit, they overhauled Leeds United to win the title in their last match of the season. Only five days later they beat Liverpool, who themselves were becoming a championship force, after being a goal down in extra time.

The following season the **DOUBLE** was in danger of becoming commonplace.

Leeds United came within a whisker again. Like Arsenal the previous season, they also had to play a league match five days before the final. This they did and then went on to beat Arsenal 1-0 in the Centenary final. However, due to a fixture congestion, Leeds had to play their final league match just **TWO DAYS** after their cup victory. Needing only a draw to clinch the championship and the **DOUBLE** they surprisingly lost 2-1 to Wolves. To achieve the **DOUBLE**, it seemed, a club had not only to master their opposition but also overcome a pile up of fixtures which was fast becoming an end-of-season feature.

It was Liverpool, which was no surprise to anyone, who became the next contenders. Arguably the finest club side in the history of English football, they were dominating the domestic scene as they challenged for every honour available. In 1977 they took the League Championship, which they have held no less than eight times between 1975 and 1986, only to fall at the last hurdle to Manchester United who have appeared to become cup specialists having featured in five Cup Finals during that period.

Ironically it was neighbours Everton in 1985, who for so long had been forced to live in the shadow of Liverpool's 'Red Army', who almost became the fifth club in football history to achieve the **DOUBLE**. Under manager Howard Kendall's guidance they won the championship by thirteen points clear of their nearest rivals, Liverpool,

but also failed at the last hurdle. To guess who? . . . Manchester United.

1986 saw not only the **DOUBLE** achieved after a wait of 15 years, but also the most exciting climax in its history. For the first time ever **THREE** clubs were in with a reasonable chance. West Ham United were the first to concede, falling in the sixth round of the cup and finishing third in the championship. However, Everton and Liverpool kept the excitement going when the outcome of the cup semi-finals, which had kept the two Merseyside clubs apart, showed Liverpool beating Southampton while Everton overcame Sheffield Wednesday. With the league championship showing Everton top and Liverpool second it promised an intriguing close to the season.

The final league matches showed Liverpool champions with Everton runners-up. Historically this was the first ever 'Merseyside' final and it produced one of the finest cup finals ever seen at Wembley with **LIVERPOOL** emerging triumphant with the **DOUBLE**. The popularity of this achievement was heightened by the fact that this was player/manager Kenny Dalglish's first ever managerial season.

Will we have to wait another 15 years to witness this achievement? Or can **YOU** provide the next team to claim the **ELUSIVE DOUBLE**?

THE MANAGER

A football manager once wrote "At one time during my career the pressures were so great that I used to look at the daily papers to see if I still had a job to go to".

The life of a soccer manager is not an easy one. Success can bring rewards, but failure often ends in dismissal. In football the difference between success and failure is slight. Fans have nothing but praise for the manager when their team wins promotion. But when they are relegated or sitting perilously near the bottom of the table, they will chant for his dismissal. Fans have very short memories.

Hopefully, when the manager arrives at the club he will have a reasonable squad of players to form a nucleus for success. If he is even more fortunate his club will have certain funds available enabling him to seek the right players he requires to achieve his goal.

Success, however, for the majority of league managers who have to make a living with the less 'fashionable' clubs, especially in the lower divisions, is not necessarily about winning trophies, although that is always their aim, but about survival. Usually because of finance.

The club's glory days have long passed and they face a long hard struggle on the road to success. Dwindling crowds, which means less income at a time when they need it most, forces them to rely on lotteries, league handouts, a good 'cup run' involving big clubs attracting large gates, or youth policies where hopefully a discovery of another Kevin Keegan will attract the more prosperous clubs, which will keep the club solvent. To the directors, the club is a business. If the manager cannot show a profit even if his league position is satisfactory, his future will be in jeopardy.

The knowledge that his position is only as safe as his teams performance hangs over the head of every league manager. This though, is something he cannot afford to worry about. His day is far too short. Managers work 24 hours a day, seven days a week, regardless of their division. There are coaching sessions, team talks, press and television interviews, mail to be answered as well as looking after his playing squad and backroom staff.

And when everyone has gone home and the club has closed down for the night, the manager could well be driving considerable distances to either watch a match involving forthcoming opponents, an interesting player, or appearing at a function on behalf of his club.

The manager lives amidst a world of fanatical and impatient supporters, where his every word and decision is scrutinised, dissected and debated by the Press, Television and the millions of football followers throughout the country. His achievements must not only be instant but constant. His world is a world where reasons sound like excuses, and excuses are not tolerated.

This is only natural.

After all, his job is not all that difficult . . . is it?

And we can all see where he's going wrong . . . can't we?

And it was obvious why we didn't win last week . . . wasn't it?

And goodness knows why we didn't buy that player who was for sale.

Have you ever said "What he should have done was" and "Personally I would have" WELL HERE'S YOUR CHANCE!



THE GAME

The **DOUBLE** is not just a management game where you simply select players and win matches. It is designed to emulate accurately and as extensively as possible the role of a football manager as he attempts to achieve personal success by overcoming the variety of problems and situations that arise not only during a season but within the course of his career.

To achieve this we have carefully carried out extensive research involving successful league managers at all levels. None more so than former Leeds United and England defender Terry Cooper, who is currently enjoying success with 1986 Freight Rover Cup Winners Bristol City, Former Manchester City and Bristol City midfielder, Gerry Gow, who is also making a name for himself as manager of one of the countries top amateur clubs Yeovil Town. Plus of course, Howard Kendall, whose award of 'Manager of the Year' for the season 1984/5,

in which he not only brought the League championship to Everton but reached the Cup Final at Wembley, speaks for itself.

OBJECTIVE

A Third Division club will offer you a managerial contract. As you do not possess a proven track record you will not be offered a choice of clubs. However, if you are able to convince other clubs that you have something to offer, who knows. You may decide your future would be better elsewhere, as opposed to remaining with your present club.

Without skill levels, computer trickery or hidden pitfalls, you will compete against 65 COMPUTER OPERATED LEAGUE MANAGERS, to build a successful team by buying, selling and competing in the transfer market. This will involve handling your clubs financial affairs, coping with injuries and attempting to improve your squads with the 1050 PLAYERS AVAILABLE, EACH WITH INDIVIDUAL ABILITIES, TRANSFER VALUES AND WAGE REQUIREMENTS.

You may have a physiotherapist and 2 scouts to assist you. You will be able to send your scouts for reports, or visit personally any of the 65 league grounds to WATCH WHICHEVER FIXTURE YOU WISH TO SEE THAT WEEK. This will enable you to assess any particular player who may interest you.

You will be called upon to put to the test your powers of wisdom, astuteness, courage and flair while also making decisions which could 'make or break' you. Such is the path to success.

A few might win the League, some may win the Cup.

Will anybody achieve . . . THE **DOUBLE**

PART ONE

LOADING INSTRUCTIONS

Loading

- 1 Insert 'THE DOUBLE' cassette into your cassette unit making sure the tape has been completely rewound to the beginning.
- 2 Press the SHIFT and RUN/STOP keys.
- 3 Your Commodore 64 will display the message **PRESS PLAY ON TAPE.**
- 4 Press **PLAY** on your cassette recorder.
- 5 The screen will go blank for a few seconds then display **FOUND DOUBLE.**
- 6 Press **SPACE BAR**. Please wait until the program has been loaded.

Saving Instructions

- 1 Place a BLANK cassette in your cassette unit making sure the tape has been completely rewound to the beginning.
- 2 Select **SAVE** option on your game and press **RETURN**.
- 3 You will be asked to **PRESS PLAY AND RECORD** on your cassette unit.
- 4 Wait until game has been saved before switching off your cassette unit.

NOTE: YOU ARE GIVEN THE OPTION TO SAVE ON DISK. THIS CAN ONLY BE USED IF YOU HAVE A COMPATIBLE DISK DRIVE UNIT.

Keyboard Controls

- 1 All **MENUS** are **CURSOR** controlled. To move **CURSOR** follow procedure.

- 2 UP----Press the **CRSR** and the **SHIFT** key together.
- 3 DOWN----Press the **CRSR** only.
- 4 Once you have selected option press the **RETURN** key.

NOTE: If you are asked a question, press the appropriate key on your keyboard. e.g. **Are you sure Y/N**. Pressing **Y** (yes) actions your decision.

GETTING STARTED

ALL TEAMS, PLAYING SQUADS AND LEAGUE DIVISIONS ARE BASED ON PREPARATION FOR THE 1985—86 SEASON.

Management Contract

You will be approached by a **THIRD DIVISION** club offering you a managerial position. You are not offered a choice of clubs to manage only the one displayed in the management contract.

If you select **NO**

This option is for you to **LOAD A PREVIOUSLY SAVED GAME**. Make sure you have inserted your cassette/disk with the previously saved game. This will now ignore the present 'management contract' and update all data so that you may continue with the game with your original team at the exact position as you were when you last saved the game.

If you press **YES**

**YOU WILL NOW BE STARTING
THE GAME**

PART TWO

YOU ARE NOW STARTING THE GAME PLEASE READ CAREFULLY

IN ORDER TO SUCCESSFULLY ACHIEVE THE **DOUBLE** YOU WILL NEED TO UNDERSTAND THE COMPLEXITY OF 'THE DOUBLE'. THIS WILL ASSIST YOU IN MAKING DECISIONS WITH MORE ACCURACY.

'THE DOUBLE' has been designed to be 'user friendly'. This means that you will be able to find and do everything quickly and easily.

MAIN MENU

The MAIN MENU has been divided into THREE SUB-MENUS, plus the SAVE and QUIT OPTIONS.

1 – CLUB REPORT MENU

This menu concentrates on the RUNNING OF YOUR OWN CLUB. Here you will be doing your 'Hiring and Firing' of staff, handling club finances, banking, match preparation, and running your club's affairs.

CROWD PREPARATION

You will need to inform the POLICE of your estimated gate for your forthcoming HOME match. Their job is to adequately control the crowds and efficiently segregate rival supporters. A considerable

under-estimation of your gate could cause skirmishes. An F.A. ENQUIRY may see your club fined for negligence. Over-estimating the gate will incur extra policing costs. This will not be tolerated by your directors too often.

If you overlook 'Crowd Preparation', your LAST estimate will be used.

HINT:

The size of a club's gate depends not only on the amount of 'home team support' in respect of the two teams' league positions, but also the away team's following. Study both teams' positions and average gates carefully before deciding.

NOTE:

You may amend your estimation as often as necessary. The LAST figure recorded at the time of the match is the estimate accepted.

CLUB STATISTICS

Your Own Club

This is your personal file. Here you will be able to see your clubs GATE CAPACITY, and AVERAGE GATE. This will indicate the size of crowds you can expect at home matches. This is not a true average. It is an average of your last 40 HOME matches. This is so the averages do not alter drastically especially at the start of a season which would misguide you rather than assist.

You also have available your LAST HOME GATE. This is where you can compare the actual gates with your estimate (See Crowd Preparation). Your current LEAGUE POSITION is also listed.

SQUAD DETAILS

This shows your current squad, their wages, field positions plus the number of games played, and goals scored during the season.

CONTROL) you will receive a higher than normal policing bill due to the increase in manpower required. You are advised not to allow this to occur too often.

Ground Rent

Each club shall pay a weekly ground rent to their respective landowners. This is a fixed weekly sum of £500 irrespective of division.

Ground Improvements

Ground capacities are the MAXIMUM amount of people the ground can safely accommodate. Increasing this capacity will cost £25000 per 1000 spectators, to cover building costs and the improvements to facilities and safety regulations. This will be a cash transaction NOT a weekly installment. If you wish to alter your mind about improvements just type in zero when prompted for the amount. The amount refers to THE NUMBER OF ADDITIONAL SPECTATORS . . . NOT THE AMOUNT OF MONEY YOU WISH TO SPEND.

WARNING:

Once you have typed in the amount, construction work will take place immediately. If you are unable to afford the improvements your application will be refused.

INJURY REPORT

This is the club's TREATMENT ROOM. Injuries may occur during matches. This may affect a players selection for a period of time depending upon the injury.

You will be notified of the player(s) injuries with the ESTIMATED weeks they are likely to be affected. If you have a physiotherapist employed you will be offered the opportunity to arrange treatment for each player. If you define the correct treatment the players' injury will heal faster. However, should you prescribe incorrect treatment, then it is likely he will suffer a relapse.

HINT:

Remember . . . an injured player will not only be unavailable for selection, but also unavailable for transfer. This is because he will have failed the interested clubs' medical. HE WILL STILL BE ELIGIBLE FOR WAGES.

SCOUT REPORT

You may employ up to TWO Scouts to assist you in your search for talented players. They may be sent to any of the 65 league grounds to cover any of the 33 fixtures being played that week. They will return after the match, with their report on whichever club or players they were assigned to watch. Their report remains available until they are sent on another mission.

Should you terminate a scouts employment, you will lose his last report.

HINT:

As we have made the effort to achieve reality, we do not offer you ability ratings for the players. They are chosen from a large store of descriptive statements for each attribute held within the computers memory.

The scout will assess the player and will return with what he considers to be the correct choice of statement(s) in accordance with each ability.

If you requested a team assessment he will return with his opinion of their defence, midfield and attack calculated on the SQUAD'S AVERAGE abilities.

NOTICE:

TO AVOID ANY ACCIDENTAL EMBARRASSMENT NO DETRIMENTAL ASSESSMENTS HAVE BEEN WRITTEN.

WE WOULD ALSO LIKE TO STATE THAT THE ASSESSMENTS PROVIDED BY THE SCOUTS ARE NOT TRUE ASSESSMENTS OR OPINIONS OF ANY SPORTSMAN OR ACTUAL PEOPLE BOTH PAST AND PRESENT.

BANKS AND LOANS

This section keeps you updated with YOUR CURRENT FINANCIAL SITUATION.

All financial transactions involving Staff Wages, Transfers, Ground Improvements etc. are IMMEDIATELY UPDATED. Regardless of the size of loan, repayments are at 2% per week, and interest accumulated at 0.2% per week. Each club is individually assessed. Certain clubs, therefore, are more likely to obtain higher loans than others depending upon their financial situation. The bank will take into consideration their average gates, league status plus their squad.

GROUND IMPROVEMENTS

SEE FINANCE REPORT — GROUND IMPROVEMENTS.

2 – LEAGUE DETAILS

This Menu covers ALL LEAGUE INFORMATION INVOLVING OTHER CLUBS.

LEAGUE TABLES . . . LEAGUE FIXTURES . . . LEAGUE RESULTS

Here you may see all the latest results, fixtures and tables for ALL THREE DIVISIONS.

HINT:

You are advised to monitor other clubs' progress. If after a few seasons, you have built a respectable name for yourself, other clubs

may start to show an interest in YOU. It may help you decide which clubs have the potential to assist your managerial career.

CLUB STATISTICS**Other Clubs**

This option allows you to look at other club's squads. It will also show each club's goalscorers, injured players, and their AVERAGE GATE and GROUND CAPACITY.

HINT:

Make full use of this unique option. You will be able to look at other club's average gates and assess the size of support they are likely to bring when playing you at your home ground. (SEE CROWD PREPARATION).

It will also help you to assess your next opponents team before selecting your own, e.g. if you wish to try out a central defender, it would be invaluable to see whether his opponent is a prolific scorer or not.

Other managers are taking an interest in your squad . . . Do likewise. Remember a win means three points nearer promotion, and three points further from relegation.

3 – CONTINUE

WARNING

DO NOT SELECT THIS OPTION UNLESS YOU ARE SURE YOU HAVE COMPLETED ALL YOUR PRE-MATCH PREPARATIONS.

Match Preparations

The F.A., Press and the Programme Printers wish to be notified of YOUR TEAM SELECTION.

Select your team.

ALL TEAMS PLAY IN A 4 - 3 - 3 FORMATION

They line up as follows:-



When you have selected your team the other managers will then select theirs.

NOTE:

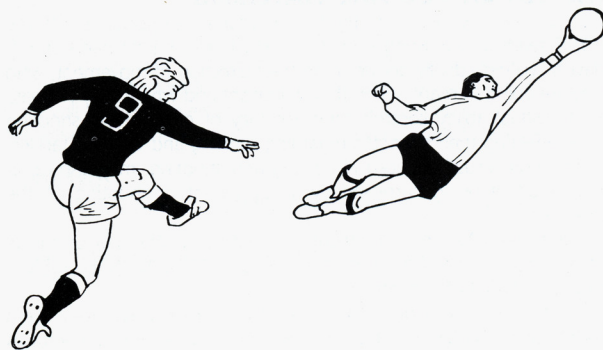
Superb programming has enabled the computer to work at a speed of approximately 1 CLUB PER SECOND, checking every player from each club, looking for injuries, and selecting the strongest players available for each position according to their abilities.

Match Option

At this point, you can elect to watch any of today's fixtures, (in any division), or go straight into results as an alternative.

HINT:

Watch your club as much as possible, assess your strengths and weaknesses then start looking at future players. It's a fine balance.



THE MATCH

This is where the heart of the game lies. All results arise from MATCHES BEING PLAYED USING A METHOD OF ARTIFICIAL INTELLIGENCE.

The computer plays all 33 league matches. Each player takes into consideration his position, the positioning of his team mates, plus the whereabouts of his opponents and the ball before deciding upon his own movement.

NOTE:

Due to the complexity of the "ARTIFICIAL INTELLIGENCE" for every player within the remaining available computer memory space, we are unable to provide graphics to our highest standards. This however would involve removing other aspects of the game, such as "ARTIFICIAL INTELLIGENCE", which would seriously detract from the gameplay.

THE MATCH YOU ARE WATCHING

The two teams will run onto the field and take their positions with the HOME team always lining up LEFT to RIGHT for the 1st half kick off. Players will individually decide upon their direction of movement, who they are going to mark, when they will shoot and where they will pass to. Individual ability controls their accuracy of passing and shooting while affecting their strengths regarding running and winning tackles. Errors, more visually noticed in passing and shooting, may also occur as a result of being harassed by an opponent or shooting on the volley etc.

Each player has the knowledge of what every other player on the pitch is doing. Therefore, with the use of ARTIFICIAL INTELLIGENCE they can ANTICIPATE situations.

Watch carefully, a decision to pass to a certain player may seem unorthodox to begin with but his reasoning may become apparent as the attack develops.

To add to the authenticity of the game we have introduced the 'Banana' kick. This is a swerving pass or shot which over a reasonable distance will curl to, round or away from players etc. This type of kick is popular when shooting a goal. The INTELLIGENCE of players allows them to make decisions as to when and where to attempt it. That's assuming they are good enough players to do it.

THE GOALKEEPER

The goalkeeper will dominate his area and will not leave it under any circumstances. He will try to anticipate back passes from harassed defenders whilst narrowing shooting angles. He will also be aware of

other opponents within the penalty box and may position himself to anticipate passes into the box. He will naturally attempt to hold all shots but that will depend on his handling ability plus the nearness of the shot. These factors may result in the goalkeeper only blocking the shot and the ball will ricochet off in a different direction. His decision upon when to release the ball will depend on what the state of play is at the time. He may feel it advantageous to wait until his defenders have moved upfield.

He will always take the goal kicks.

MIDFIELD

These players have the difficult task of assisting the defence when under pressure while supporting their forwards during attack. They will be looking to harass and foil opponents attempts at building attacks. They will always be alert to find space to exploit should their team gain possession. Tackling is usually ferocious in their part of the field.

FORWARDS

They will be constantly watching the game looking either to link up with their midfield or moving into space with a view to building an attack. Their INTELLIGENCE allows them to sum up situations which will help them decide whether to hold on and wait for support or go for goal.

TACKLES

The outcome of tackles depends upon the abilities of the players involved. The ball may spin off or be won by either player depending upon the situation leading up to the tackle.

Should both players go in extremely hard it is quite likely that somebody may get injured.

INJURIES

Should this unfortunate situation occur you will not ascertain the extent of the injury until your Physiotherapist has examined him. This will be displayed after the 'results' section.

MATCH COMMENTARY

A running commentary allows you to follow the action accurately. This will be exceptionally helpful when the pace becomes fast and furious especially within packed penalty area's and midfield.

The TOP LINE will show the two teams and the current score.

The SECOND LINE displays whichever player has the ball. If the ball is travelling any distance due to a pass it will update you with the nearest player on the SAME TEAM.

The THIRD LINE explains what is actually happening during the game. If a player shoots at goal or decides to pass it will say SHOOT or PASSES. Also, if a pass is intercepted it will say HOME TEAM GAINS POSSESSION or whichever is applicable.

On the righthand side of the screen is a DIGITAL CLOCK displaying elapsed match time.

OTHER MATCHES

As these matches are not being graphically displayed each game will only take approximately TEN SECONDS to play.

Superb programming has enabled each player to make several 1,000 gameplay situation assessments per second.

The screen will show the match result, and list goalscorers. The 'freeze' option (SEE PAUSE OPTION) to enable you to record any details in your FACTFILE book. (SEE SPECIAL FACTFILE OFFER or write to JOHNSON SCANATRON LTD)

PAUSE OPTION

To pause the game during either graphics match or during other results PRESS SPACE BAR. Do likewise to restart.

A PAUSE message will appear TOP RIGHT OF YOUR SCREEN.

TRANSFER MARKET

You will be notified TWO WEEKS IN ADVANCE of players becoming available on the transfer market. This will give you time to either watch the player perform or send out a scout (SEE SCOUT REPORT) before deciding whether to make a bid.

TRANSFERS WILL OCCUR AFTER EIGHT WEEKS OF THE LEAGUE SEASON. This gives the clubs and the players time to assess their futures. Not all players who are currently struggling for 1st team football will request transfers. This will depend on the club's situation and the strength of their squad.

HINT:

When a player becomes available check his 'track record'. (SEE CLUB STATISTICS). Follow the transfer market carefully, and learn how to assess a players' value.

The club selling will have the option of refusing any offer that is considered below a players expected value.

Successful squads are built by buying the right player at the right time. Do not be tempted into purchasing the first available player that comes along.

PART THREE

THE F.A. CUP

Due to memory space available within the computer, we are unable to include Fourth Division and Amateur Clubs.

The CUP will start at the 3RD ROUND stage with 64 competing clubs. This is for 2 reasons:

a). According to the Football league's F.A. Cup rules 1st and 2nd division clubs are normally exempt until this round.

b). It is at this stage of the competition that the clubs are reduced to 64 participants.

Due to the loss of relegation from division three, we have introduced a system where the BOTTOM TWO CLUBS FROM DIVISION THREE WILL BE EXEMPT FROM THE FOLLOWING SEASONS CUP COMPETITION. Should you be unfortunate enough to manage a club which fails to qualify, you will not only miss out on the challenge of the cup, but more importantly miss the opportunity of receiving additional income from a 'giant killing' cup run. Remember in cup competitions the gate money is shared equally.

ALL CUP matches will start DIRECTLY AFTER the 22nd LEAGUE MATCH then continue after every 4th LEAGUE MATCH.

The cup matches are played the same as the normal league games but there are a FEW ALTERATIONS which DIFFER FROM THE LEAGUE STRUCTURE.

1). Cup matches are played in addition to the league fixtures NOT instead of. This means that after the 22nd league match BEFORE you return to the menu section, cup matches will take place.

2). You will be asked to select your players from your available squad and you will be able to WATCH YOUR OWN CUP TIE. If you get KNOCKED OUT of the cup, a cup tie will be randomly selected for you to watch.

3). The Cup "draw" plus the chosen players for EACH TEAM will be displayed. If you wish to slow the speed of the scrolling screen press and hold down your CTRL (control) button.

4). The statistics of all the players representing their clubs during cup matches will be updated.

5). Cup matches ending in a draw shall adopt the European Cup method of 'Penalty Shoot-outs'. This will involve the customary five players from each team until a result has been concluded. Each computer manager will choose his five players.

6). When all cup matches have been completed you will return to your menu where you can see your current league results and tables. The players statistics will have been updated.

END OF SEASON

The TOP THREE CLUBS from each division shall be PROMOTED to the next division (with the exception of the 1st division where the top club will claim the title of 'League Champions').

The BOTTOM THREE CLUBS from each division will be RELEGATED to a lower division (with the exception of division three).

Before a new season begins you will be offered the opportunity to record the final league statistics for your record books.

You may also be offered the opportunity to manage another club if your managerial qualities have attracted any.

Think carefully before making a decision . . . GOOD LUCK.

THE DOUBLE COMPETITION

THE PRIZE

FOR THE 1ST PERSON TO COMPLETE THE DOUBLE
A DAY OUT AT **EVERTON FC** FOR A LEAGUE MATCH OF YOUR CHOICE
PLUS
MEET MANAGER **HOWARD KENDALL**

ALSO CONSOLATION PRIZES FOR OTHERS WHO ALSO WIN THE DOUBLE

COMPETITION RULES

- 1 All entrants must be officially registered with us by completing and sending this entry card.
- 2 To successfully claim THE DOUBLE you will be asked to produce the following information FOR EACH COMPETING SEASON
 - A) A copy of your CLUB STATISTICS at the beginning and end of each season (This will show your squad with wages etc.) This may be written or a Print Out
 - B) A complete 'End of Season' LEAGUE TABLE for the division YOUR club competed in
 - C) Your purchased CASSETTE & CASE plus your CASSETTE OF CURRENT DATA (A replacement will be forwarded return of post)
- 3 The WINNERS NAME will be published in various magazines (The winner shall also be notified directly)
- 4 In the unlikely event of a tie. The winners MAY be asked to compete in an eliminating competition.
- 5 The JUDGES DECISION WILL BE FINAL.
- 6 Should, due to unforeseen circumstances, this prize become unavailable then an alternative prize of comparable value will be offered by JOHNSON SCANATRON LTD.
- 7 Failure to comply with the above rules shall automatically result in your entry becoming void.

GOOD LUCK

NOTE: THIS COMPETITION SHALL REMAIN OPEN UNTIL THE PRIZE HAS BEEN CLAIMED.
FURTHER COMPETITIONS MAY BE FORTHCOMING . . . SO KEEP TRYING

Please send completed form to address overleaf



NAME (BLOCK CAPITALS)

ADDRESS

POST CODE

ORDER NOW ** ORDER NOW ** ORDER NOW ** ORDER NOW

KEEP A CLOSE WATCH ON YOUR MANAGERIAL CAREER THROUGHOUT
A 'COMPLETE SEASON' WITH OUR

SUPERB **FACTFILE** BOOKLET

This excellent booklet allows you to follow EACH LEAGUE FIXTURE

Record your OPPONENTS, TEAM SELECTION, RESULT, GATE,
GOALSCORERS plus MATCH COMMENTS.

DURING THE SEASON USE OUR AMAZING 'FACTFILE' TO RECORD

- * Your own buying & selling PLUS record all other transfers.
- * Your clubs goalscorers PLUS each division's leading goalscorers.
- * Follow THE CUP . . . Round by Round
- ** 'End of season' league tables PLUS complete 'Honours List'

As your managerial seasons increase in number in the world of THE
DOUBLE you may watch the 'records' tumble as you keep up to date our special
'CHIEF RECORDS' SECTION

- * Record . . . Who has scored the most goals in a match, the teams . . . and when.
- * Record . . . Who holds the largest 'transfer fee', which clubs involved . . . and when.
- * Record . . . Which club has scored the most league OR cup goals,
against who . . . and when.
- * Record . . . The largest gate, which two teams, division . . . and when.

PLUS MORE

BUILD A HISTORY WITHIN THE GAME 'THE DOUBLE' WITH OUR

FACTFILE

YOU CAN EVEN FOLLOW YOUR FAVOURITE 'REAL LIFE' TEAM
A MUST FOR ALL FOOTBALL ENTHUSIASTS THROUGHOUT THE WORLD



PLEASE SEND ME COPIES (One per season) OF YOUR 'FACTFILE'

PLEASE FIND ENCLOSED A CHEQUE/P.O. for (Plus 40p post&package)

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